

ATELIER IRIS 3

GRAND PHANTASM

Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

Pan European Games Information (PEGI) Age-Rating System

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION

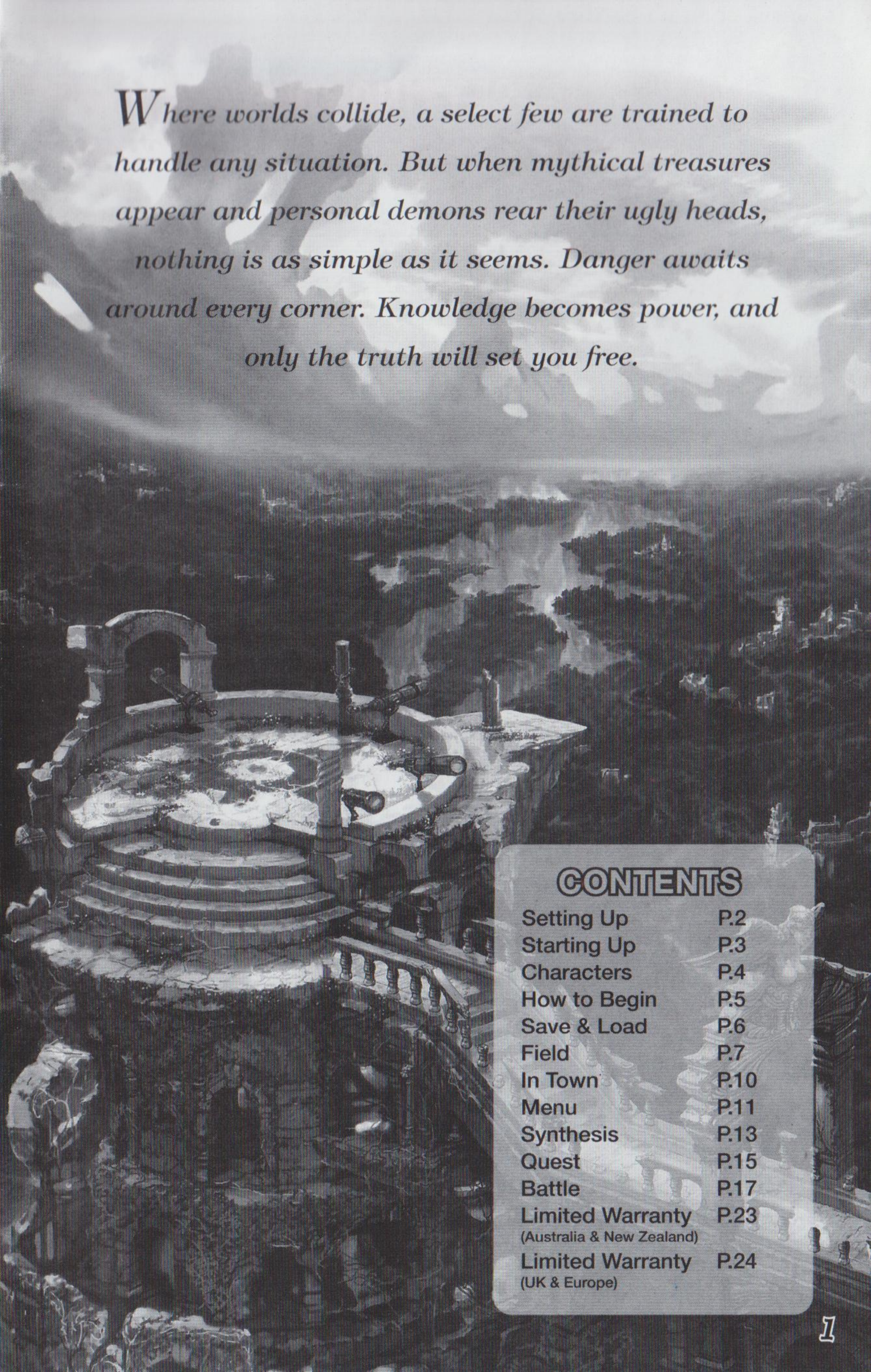
For further information visit <http://www.pegi.info>

SLES-54822

1 Player • Memory Card (8MB) (for PlayStation®2) : 300KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

Atelier Iris 3: Grand Phantasm © 2007 GUST Co., Ltd. All rights reserved.

Library programs © 1997-2007 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Licensed to and published by KOEI Co., Ltd. Developed by GUST Co., Ltd.



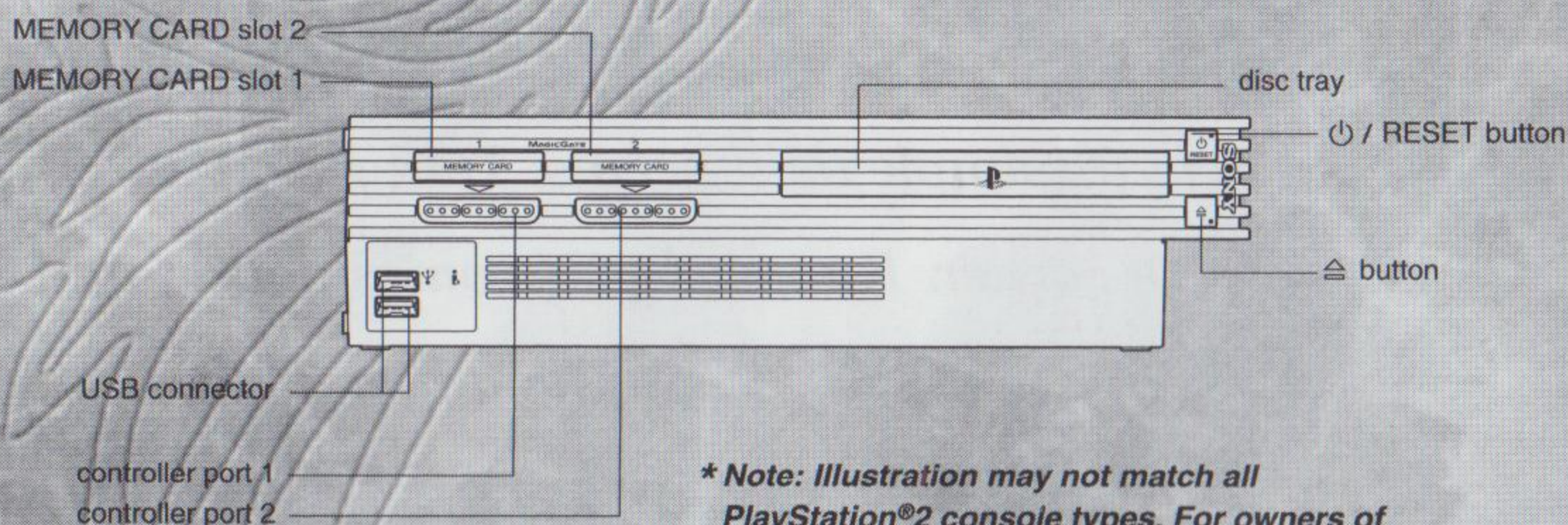
Where worlds collide, a select few are trained to handle any situation. But when mythical treasures appear and personal demons rear their ugly heads, nothing is as simple as it seems. Danger awaits around every corner. Knowledge becomes power, and only the truth will set you free.

CONTENTS

Setting Up	P.2
Starting Up	P.3
Characters	P.4
How to Begin	P.5
Save & Load	P.6
Field	P.7
In Town	P.10
Menu	P.11
Synthesis	P.13
Quest	P.15
Battle	P.17
Limited Warranty (Australia & New Zealand)	P.23
Limited Warranty (UK & Europe)	P.24



SETTING UP



** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the /RESET button. When the  indicator lights up, press the  button and the disc tray will open. Place the **Atelier Iris 3: Grand Phantasm** disc on the disc tray with the label side facing up. Press the  button again and the disc tray will close. Attach game controllers and other peripheral, as appropriate. You are able to select between PAL or NTSC capable displays (60hz) at start-up. Choose which setup you prefer and select Start Game. You may also test to see whether your TV supports NTSC mode or not by selecting Test NTSC. Follow on-screen instructions and refer to this manual for information on using the software.

NOTE: It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.

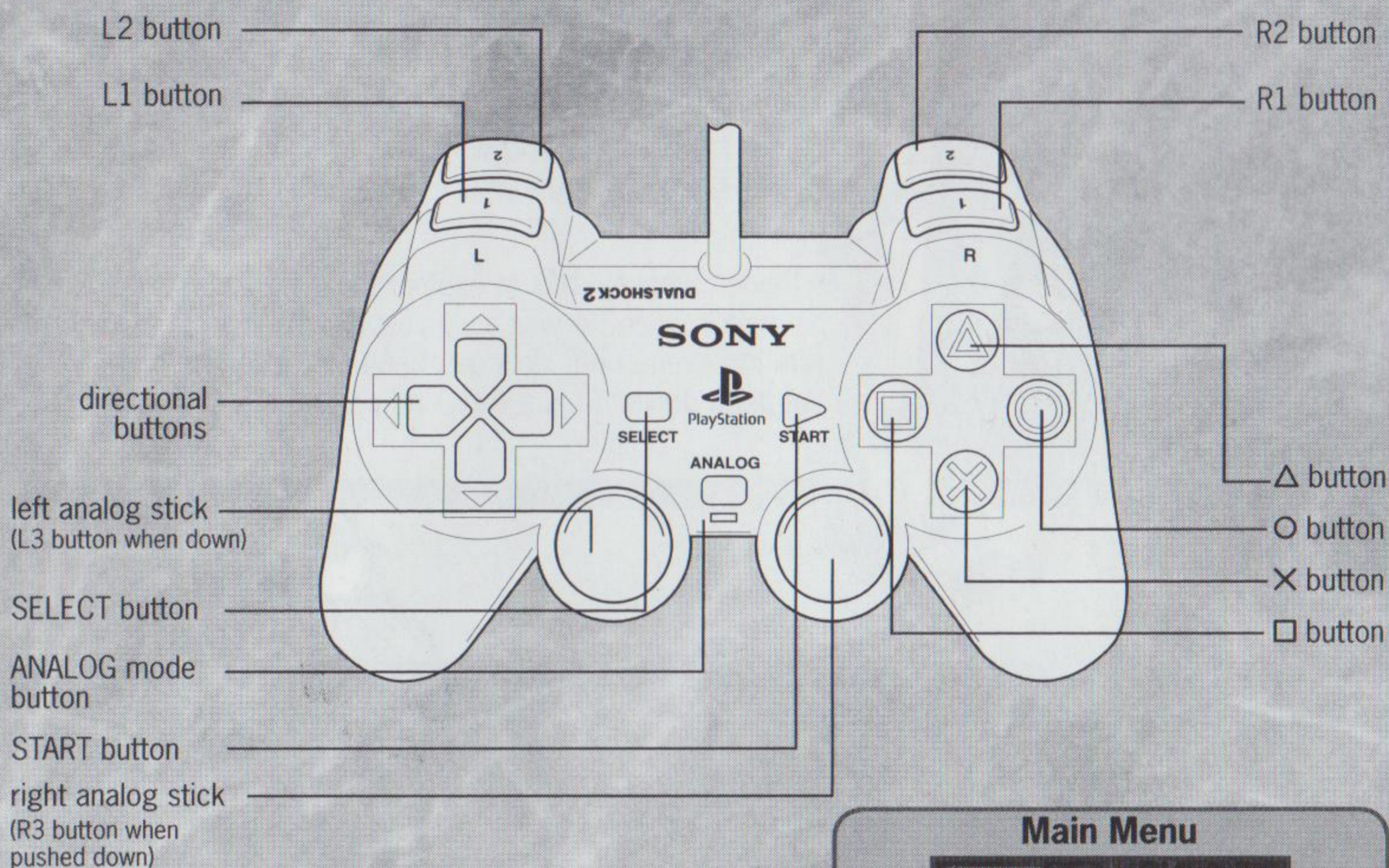
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card (8MB) (for PlayStation®2) or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP



Analog Controller (DUALSHOCK®2)



Field Map



- directional buttons & left analog stick** : Move
- × button** : Talk / Examine
- Δ button** : Open Main Menu
- START button** : View Map
- SELECT button** : Open Quest Notes
- button** : Action
- button** : Jump
- L1 button / R1 button** : Change Action

Push Δ button

Main Menu



- directional buttons & left analog stick** : Move
- × button** : Select Menu
- button** : Exit Menu
- START button** : View Map
- SELECT button** : Open Quest Notes

Battle Screen



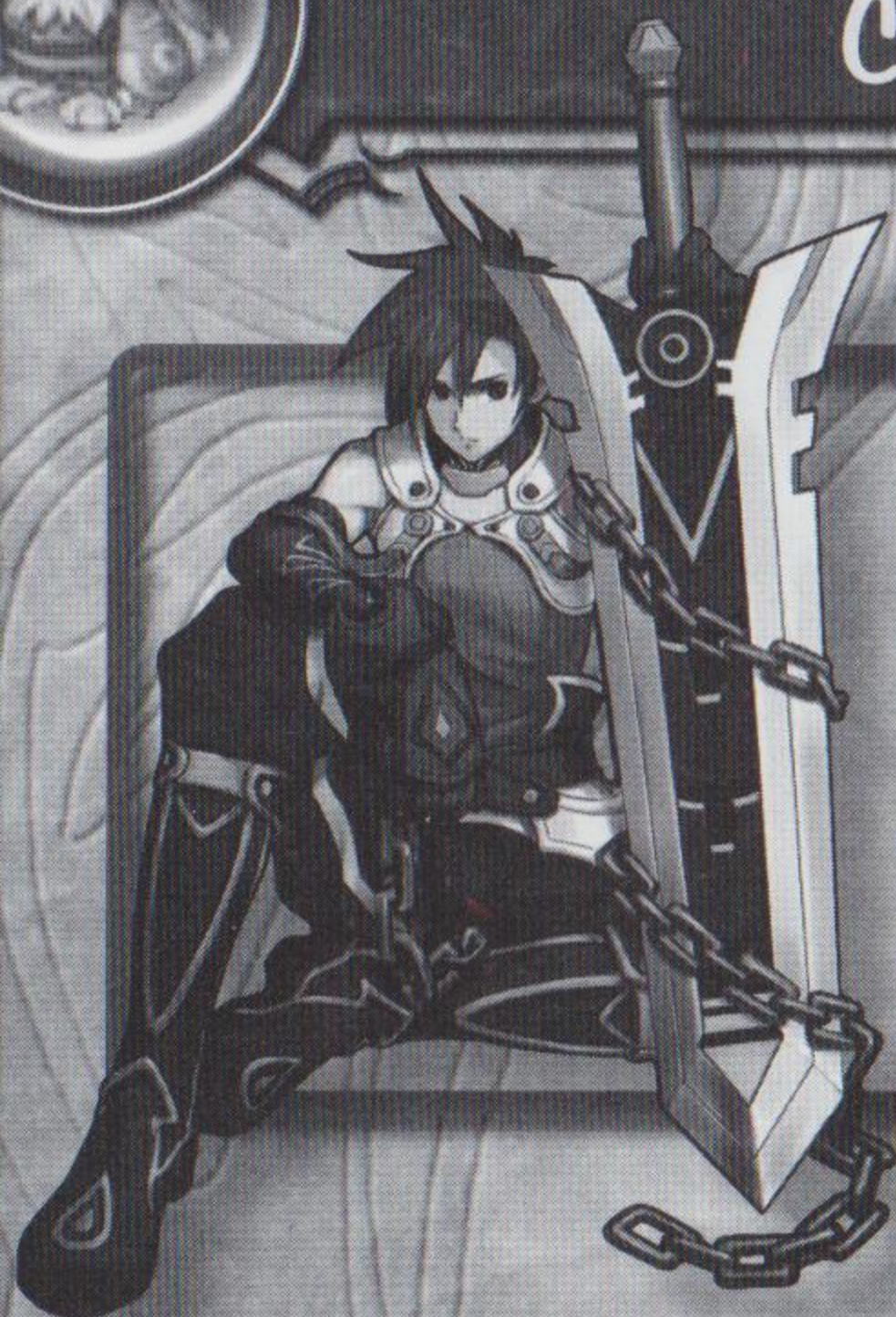
- directional buttons & left analog stick** : Select Action
- × button** : Confirm Action
- button** : Cancel Action

Touch Monster Symbol

*This game requires the use of one analog controller (DUALSHOCK®2).
 *This game supports the vibration function. To turn this on or off, use the System menu.
 *When in ANALOG mode the controller will default to (indicator: Red).



CHARACTERS



Edge Vanhite

Age: 19 (Male) Height: 176 cm Weight: 67kg

Likes: Messing around with mechs

Dislikes: Rowdy stuff

Dream: None

A Raider, whose job is to explore the Alterworlds. He lost his family when he was very young, and has been living with Iris ever since. He's quiet and may seem unfriendly, but deep down, he is a very kind person.

Iris Fortner

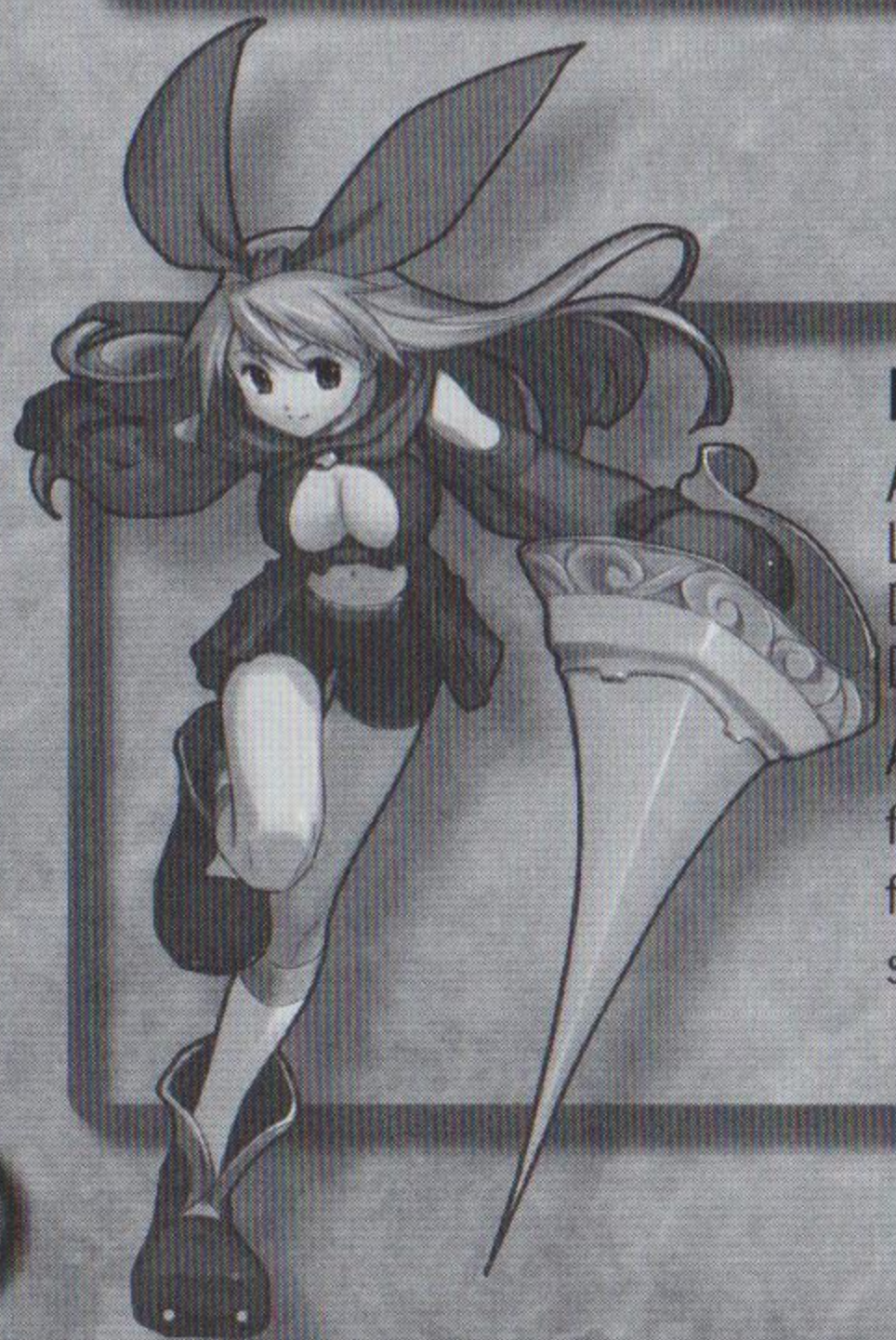
Age: 16 (Female) Height: 158 cm Weight: 41kg

Likes: Alchemy, animals

Dislikes: People who badmouth alchemy

Dream: To become the best alchemist

A Raider, and childhood friend of Edge. She grew up in an alchemist family, and can do simple syntheses. She is still a novice at being a Raider and an alchemist, but with her optimistic personality, she gets better at everything she does.



Nell Ellis

Age: 15 (Female) Height: 148 cm Weight: 38kg

Likes: Stuffed animals, sweets

Dislikes: Scary stories

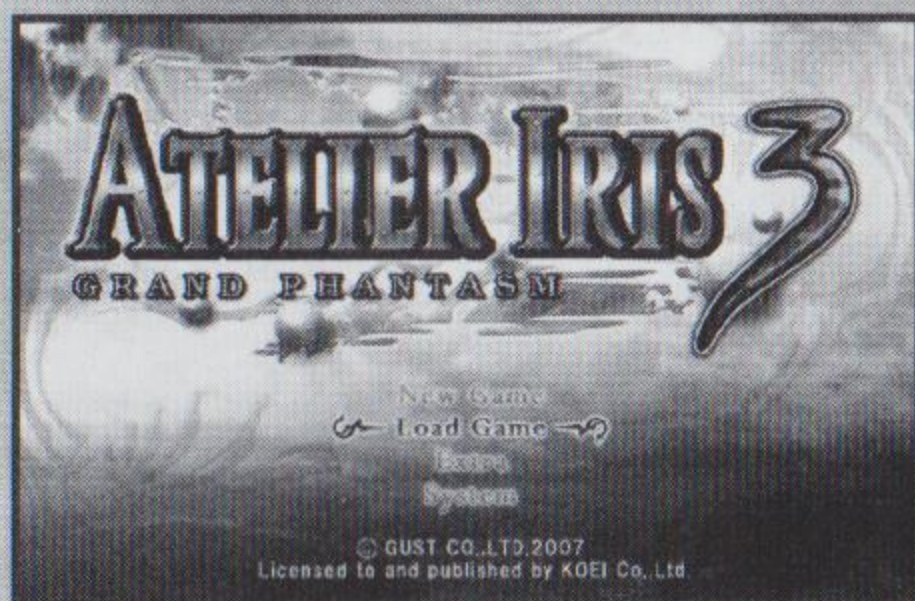
Dream: Rebuilding the Ellis family wealth!

A very energetic, almost too rowdy, novice Raider. She is from a noble family from a faraway town that had fallen a few years back. She came to Zey Meruze with her older sister to become Raiders and rebuild her family wealth.

HOW TO BEGIN



Turn on the PlayStation® 2 and insert the disc. After the opening sequence, press the START button on the title screen. The following options will be displayed. You can also skip the opening sequence by pressing the START button.



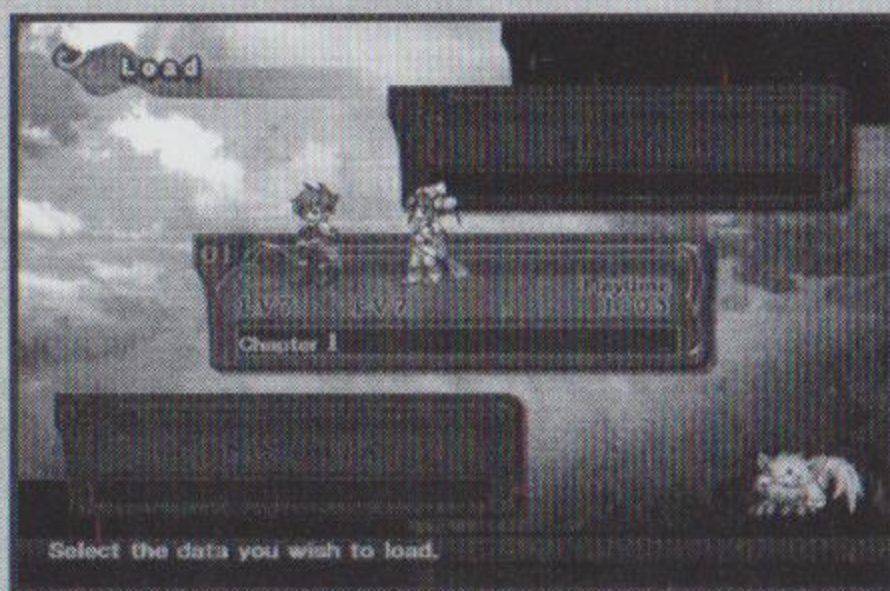
NEW GAME

Play the game from the beginning.

LOAD GAME

This will load a previously saved game so that you can continue your game. A list of all the saved data will be displayed, so you can select the file you wish to play with the directional buttons or left analog stick and press the X button to confirm.

* Saved data will not be displayed unless a memory card (8MB)(for PlayStation®2) with this game content is inserted in the MEMORY CARD slot 1.



EXTRA

This option will only be displayed after you have completed the game. You will be able to enjoy various bonus materials.

* Saved data will not be displayed unless a memory card (8MB)(for PlayStation®2) with this game content is inserted in the MEMORY CARD slot 1.

SYSTEM

This will allow you to change your gameplay settings.

- **Text:** Changes the speed that the message is displayed in the message window.
- **Vibration:** Switch between vibration ON or OFF.
- **Voice:** Turn voices during events ON or OFF.
- **BGM:** Control the background music volume.
- **Sound:** Control the sound effects volume.
- **Language:** Choose between English and Japanese voices.

* You can bring up the system menu in-game by selecting the [Config] command in the main menu.



SAVE & LOAD

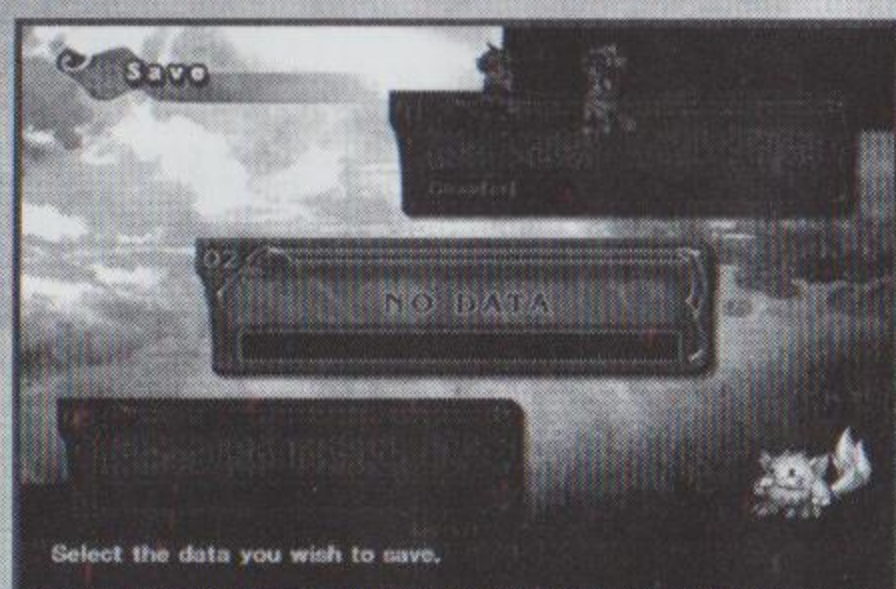
Access the Diary in Iris' Workshop by pressing the X button to Save and Load the game.

You can also resume a game by selecting [Load Game] on the title screen.



SAVE

When you select [Save], the Save screen will appear. Select the place you would like to save your file, and confirm. If you select a file that contains previous data, you will overwrite the old file, so be careful. You can only see 3 data files at a time, but you can scroll up or down with the directional buttons to see the others.



*When saving game data for the first time, the game will require at least 300KB of memory in memory card (8MB)(for PlayStation®2). This initial save will secure data space (300KB) for up to 12 save files for this game.

LOAD

When you select [Load Game] during the title screen, or [Load] in the Diary, the loading screen will appear. Select the file you would like to load, and confirm. The game will resume from the moment it was saved.

*This game requires a memory card (8MB)(for PlayStation®2) to save and load game data.

*Please set the memory card (8MB)(for PlayStation®2) in MEMORY CARD slot 1. You will not be able to Save or Load from MEMORY CARD slot 2.

*If you turn off or reset the PlayStation®2 console, or pull out the memory card (8MB)(for PlayStation®2) while saving or loading game data, the recorded data may become corrupt. Please refrain from doing this.



FIELD



In the town or in the Alterworld, move the main character with the directional buttons or the left analog stick, and talk to people to gather information, go shopping, or get items. You will also meet monsters in the Alterworlds.



directional buttons & : Move
left analog stick

× button : Talk / Examine

L1 / R1 button : Change Action

△ button : Open Main Menu

○ button : Jump

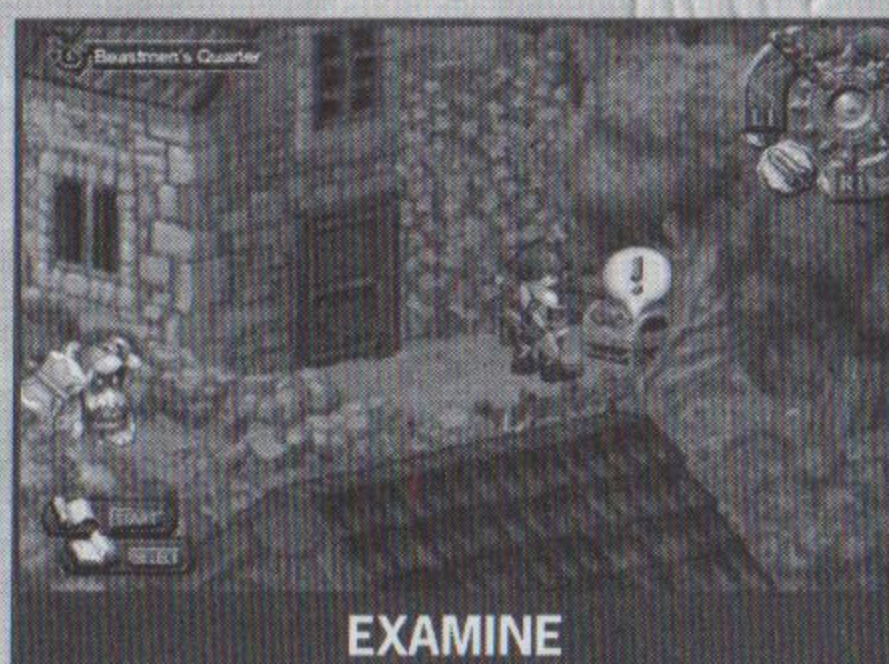
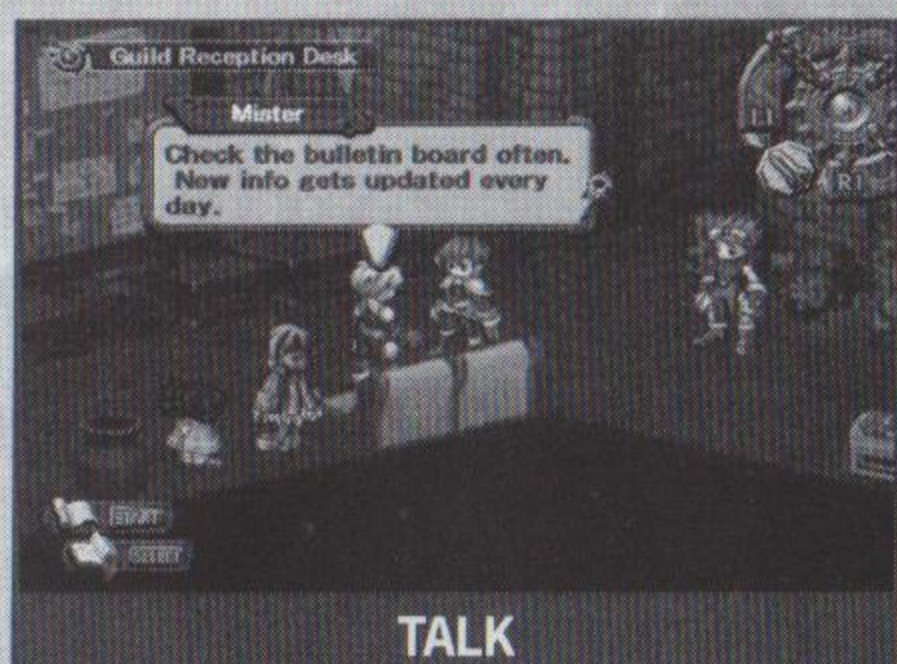
START button : View Map

SELECT button : Open Quest Notes

TALK / EXAMINE

When you meet a person in town, press the **×** button to talk to them. You can talk across the counter in the shops.

You can also examine Treasure Chests and other objects on the Field by pressing the **×** button.



DASH / JUMP

By greatly tilting the left analog stick, or by using the directional buttons, you can make the main character move quicker.

You can also use the **○** button to jump, allowing the character to reach higher areas.





ACTION

By pressing the  button, you can do the action that is displayed on the Action Dial to the upper right of the screen. You can switch between these actions with the **L1** and **R1** buttons.

The only action you can use in the beginning is the sword slash, but you will gain more as you progress through the game.



Sword

This is the sword that Edge has from the very beginning. You can cut grass and defeat weak monsters on the field in one hit.



Barrett

This is a flame thrower that shoots out fire balls. It can melt ice, and light things on fire.



Hammer

This is a hammer that can destroy hard objects. It can crush boulders, and break through walls that are cracked. For some trees, if you hit the ground that the tree is on, an item hidden up in the tree may come falling down.

Monster Symbols and getting rid of them on the Field with the Sword.

The strength of monster symbols displayed on the Field can be distinguished by color. The weak monsters can be defeated with just a single swing of the sword on the Field Map, instead of going into battle. Although you will not receive experience points, they may drop items. It is useful, especially if you do not want to spend too much time. Also, you may encounter bigger than normal monster symbols on the field. These are combat quest target monsters or very strong monsters. Be careful if you decide to fight them.

FISHING

When Edge obtains a certain item, he will be able to fish on certain banks of lakes and rivers.

- 1 Press the  button where the Action Icon shows up, and Edge will throw his fishing line.
- 2 When a fish is caught, a sliding bar will show up with a "HIT!" notification. Watch your timing and try to land the moving bar on the red area labelled "SUCCESS" with the  button to obtain your catch.





TIME LIMIT

The Alterworlds are surrounded by a magical mist, and humans, like Edge, will be forced back to town after a certain amount of time. There will always be a need to watch out for the time limit when adventuring in the Alterworlds.



This time limit will be used up while walking through the Field, as well as when you fight a battle, or after you flee.

You can also obtain an item called a Fragment of Time, which will extend your time limit. Make use of this to have an advantage during your adventure.



Fragment of Time

An item that will extend your time limit.

If you select [To Town] from the main menu, you can always return to town immediately.

Time Limit Icon

As time goes by, the sand inside the hourglass will fall, and when it finishes, one bubble underneath the hourglass will be consumed. The hourglass will flip, and continue to count down the time. When you have used up all the bubbles and all the sand falls, time is up. Edge will be surrounded by a mist, and forced back to town.

FIELD BONUS

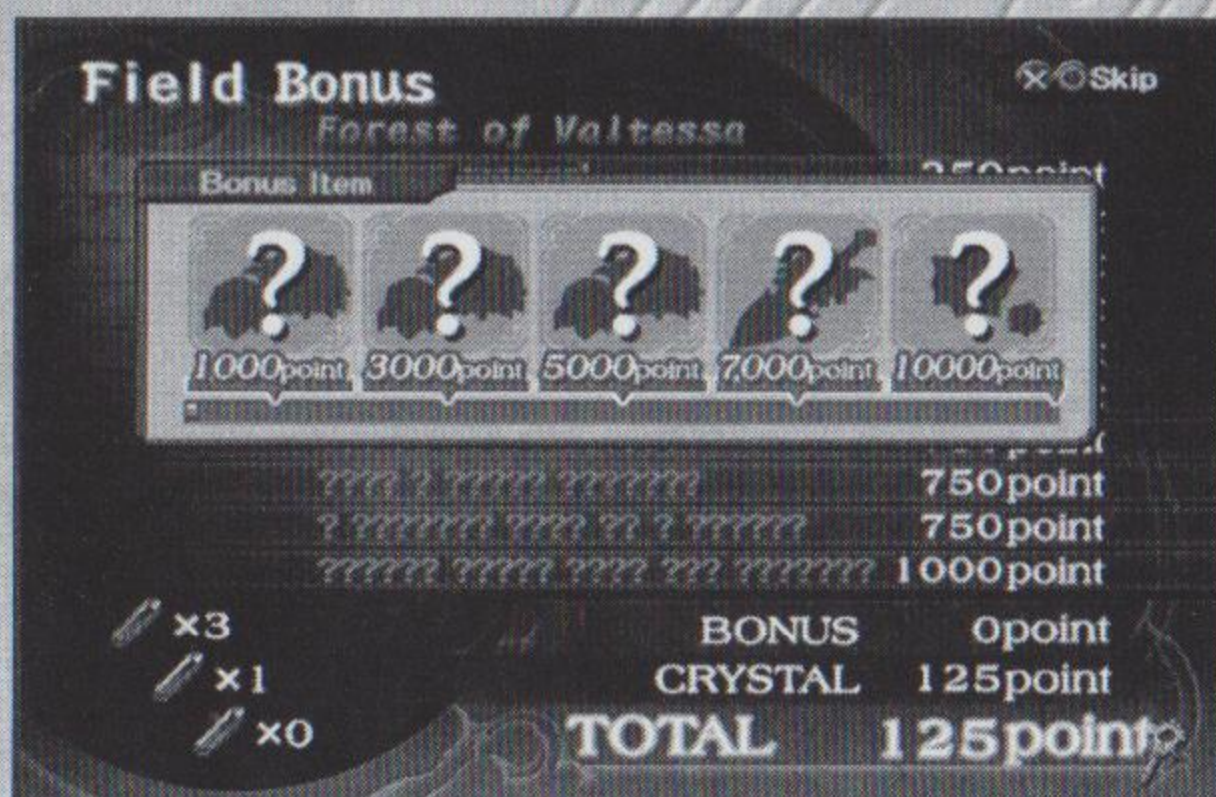
Upon returning to town, you will gain points for your actions in that Alterworld. When you gain enough points, you will receive special items for each Alterworld.

You can gain these points from the Crystals that appear when you cut down grass or crush boulders, or complete certain requirements for that area.



Crystal

There are red, yellow, and blue crystals. After an Alterworld exploration, you will be able to get bonus points with these.





IN TOWN

WORKSHOP

This is where Edge and Iris live, and will be the base for most of your actions. You can do the following at a Workshop.

► SAVE / LOAD

You can save and load previous game data by accessing the diary inside the Workshop. (see pg.6)

► SYNTHESIS

Iris can synthesize items by accessing the cauldron inside the Workshop. (see pg.11)

► CHANGE BLADES

Access the Resonant Spell, the magic circle in the center of the room, to change Edge's Blades Mastery. (This will be available after a certain amount of story progression).



CHANGE BLADES

As you play through the game, your characters will gain blessings of spirits called Mana, which will allow certain characters to gain a skill called Blades Mastery, that can change the stats and skills of your character. These Blades can be switched by accessing the magic circle inside the Workshop. Also, each Blades Mastery requires a certain type of weapon, so you will have to select the weapon after changing the Blades.



- directional buttons & analog stick** : Select
- X button** : Confirm
- O button** : Cancel
- L1 / R1 button** : Switch Character

SHOP

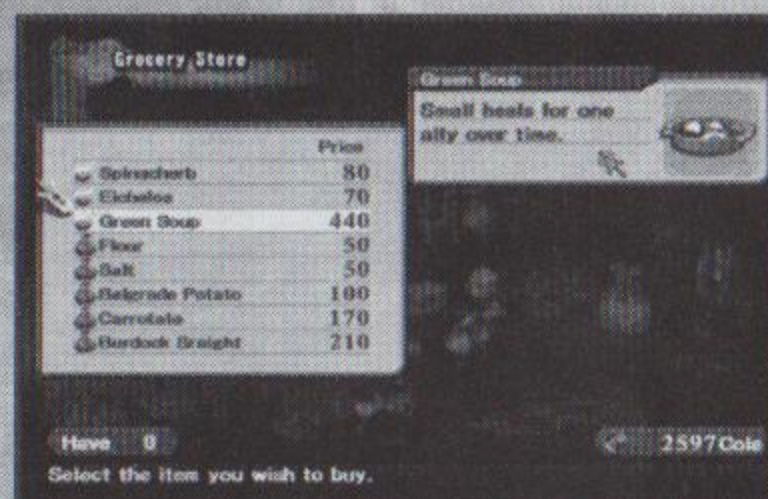
There are shops inside town where you can buy and sell items by talking to the shopkeeper across the counter. You will also find beastmen merchants out in the Alterworld villages as well. They will also allow you to buy and sell items.

► BUY

You can buy items that are listed in the shops. Select the item and decide how many you would like.

► SELL

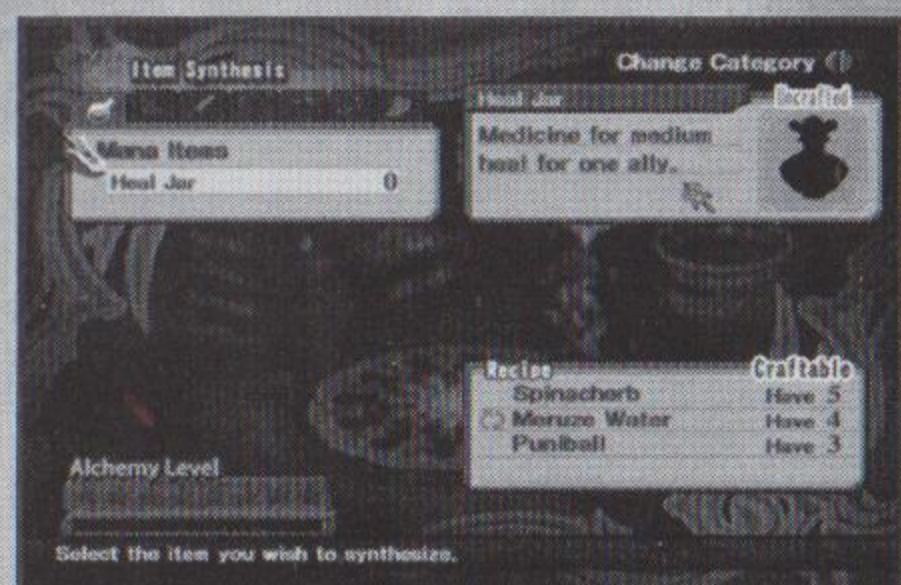
Select the items you wish to sell from your inventory. Unlike the [Buy] option, you can use the direction cursor to select the category.



MENU

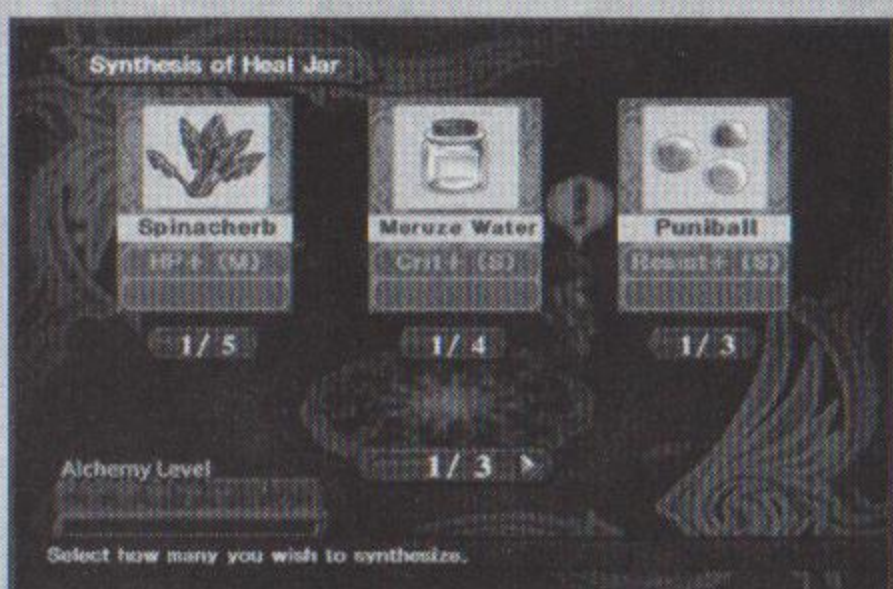


Iris, who is an alchemist, can create new items in her Workshop by combining different items. But you must have the recipe for the new item to know what you're making.



STEP 1

Select the item you wish to synthesize from the item list. To the bottom right is the list of needed ingredients, and how many you currently have. You can also change the category with the directional buttons.



STEP 3

Select how many of the items you wish to create. If you wish to create multiple items, you can only select up to the max number of ingredients you currently have.



STEP 5

The item you have just created will be displayed. If the item that you have created can inherit a Property, you can then select those Properties (see Property Review pg.12). If this was the first time making that item, you will also gain alchemy experience points.

directional buttons & analog stick

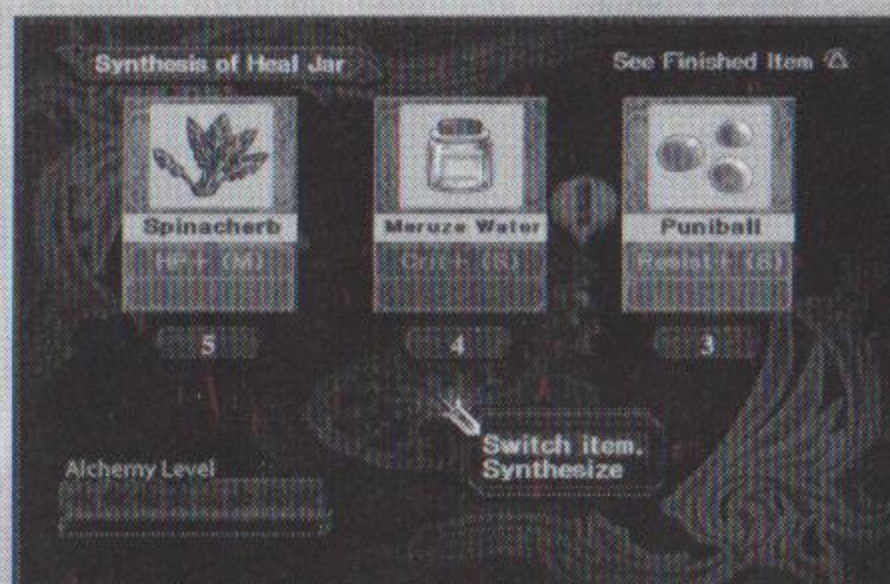
: Select

× button

: Confirm

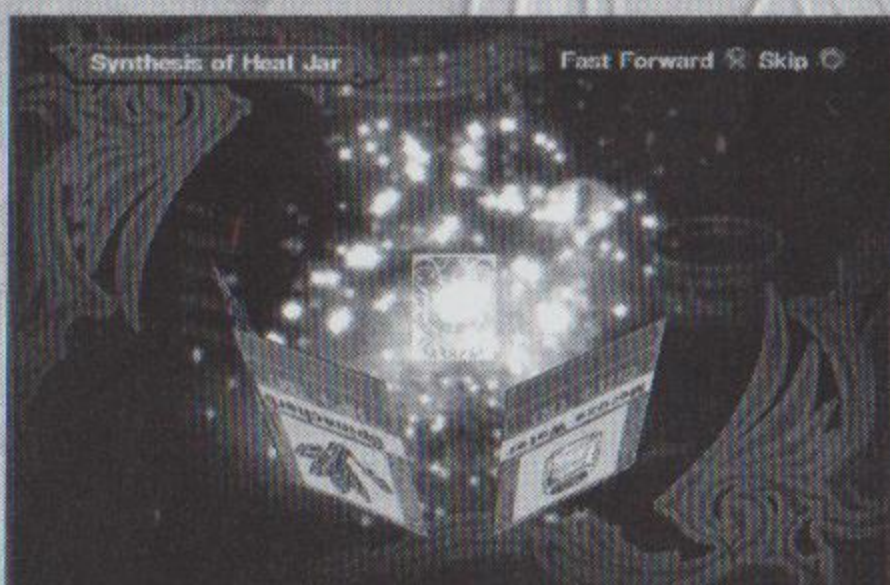
○ button

: Cancel



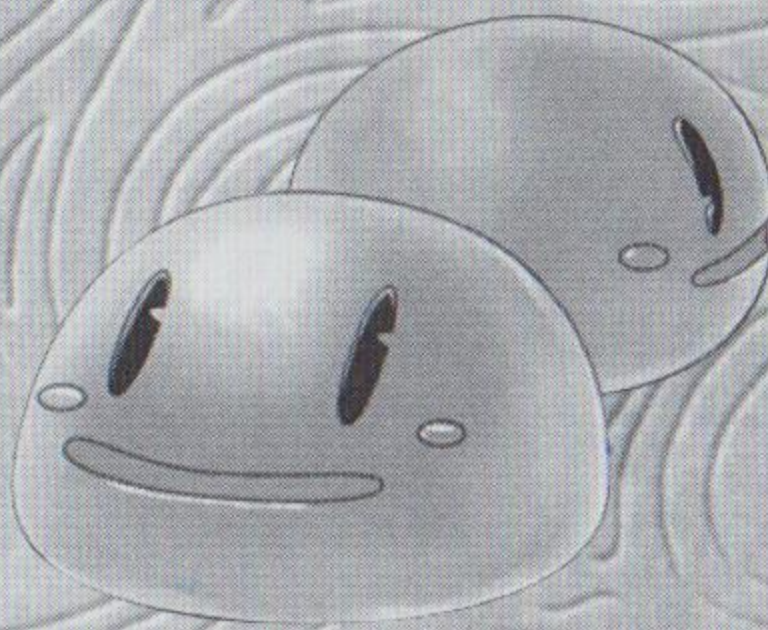
STEP 2

The list of ingredients will be displayed, and you will then be able to decide whether to synthesize the items, or change some ingredients around. By using a different ingredient, you can change the property of the item, and sometimes even make a completely different item in the end. You can also use the Δ button to check what your result will be.



STEP 4

Begin the synthesis.



PROPERTY REVIEW

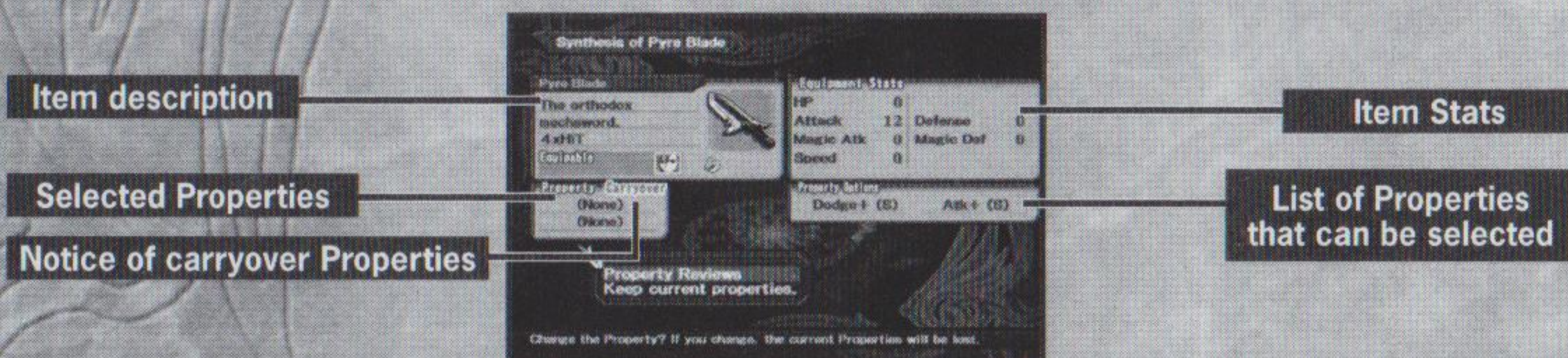
Certain items have a sub-stat which may be something like [HP +].

These are called Property effects.

When you create an item that can inherit a Property, the new item can carry over the Properties of the items that were used as ingredients.

There are 2 for weapons, and 1 for armor and accessories. You can select these Properties after synthesizing it with alchemy.

* Items that cannot inherit Properties will not have a Property Review.



- 1 When synthesizing an item that has Property Reviews, there will be a screen like above after Step 4 on the previous page.
- 2 If you select [Keep current properties], the Properties selected in a previous synthesis will be kept. If you select [Keep current properties] on a newly created item, no properties will be added.
- 3 If you want new Properties, select [Change Property]. At this time, all the previous effects will be wiped off, and you will be able to select a new set of Properties.
- 4 Select the Property you want to carry over onto the new item from the list of Property candidates. Select [Confirm] to complete making the item with its new Property Reviews.

ALCHEMY LEVEL

When synthesizing a new item, Iris will gain Alchemy experience. When she gets enough experience points, her Alchemy level will go up. At this time, you will gain a few bonuses, as follows:

- Iris' stats will increase
- Iris will think of new ideas for her recipes.



► Ideas for Recipes

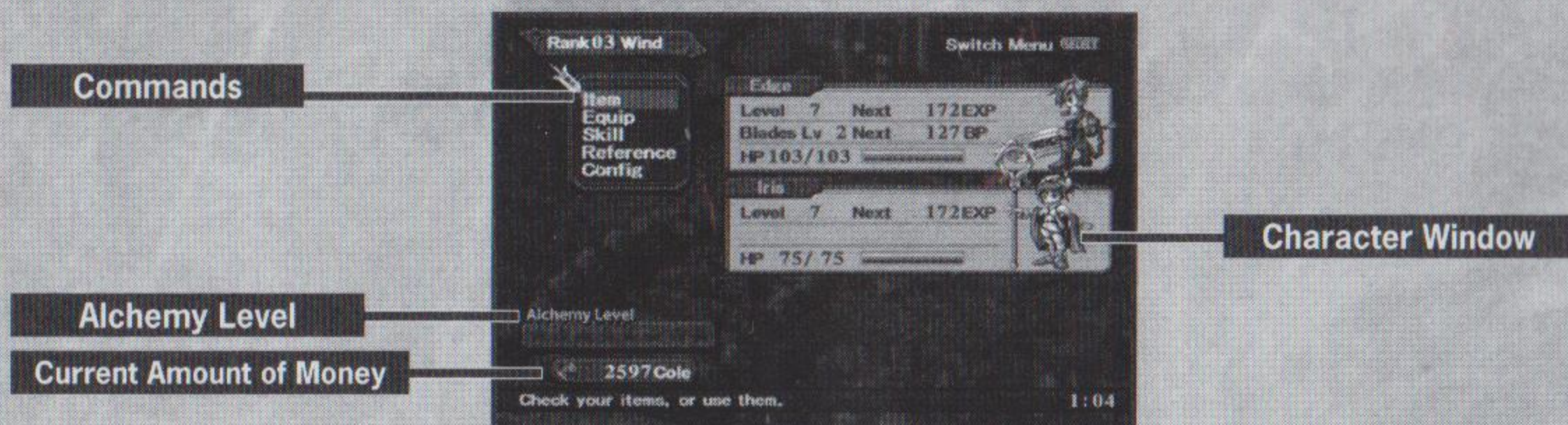
The recipes Iris comes up with when she gains an Alchemy Level are still incomplete, so you will not be able to make those items yet.

There are certain objects around town and the Alterworlds that will help her complete these ideas and make them into full recipes. An icon, as seen to the left, will pop up whenever there is a hint. Check that area to complete those unfinished recipes. Use the information on the recipe description in the Item menu as hints to find these points.

SYNTHESIS



You can change many settings on the Menu Screen, such as use Items and Skills, or equip weapons and armor. This can be seen by pressing the Δ button on the Field at any time.

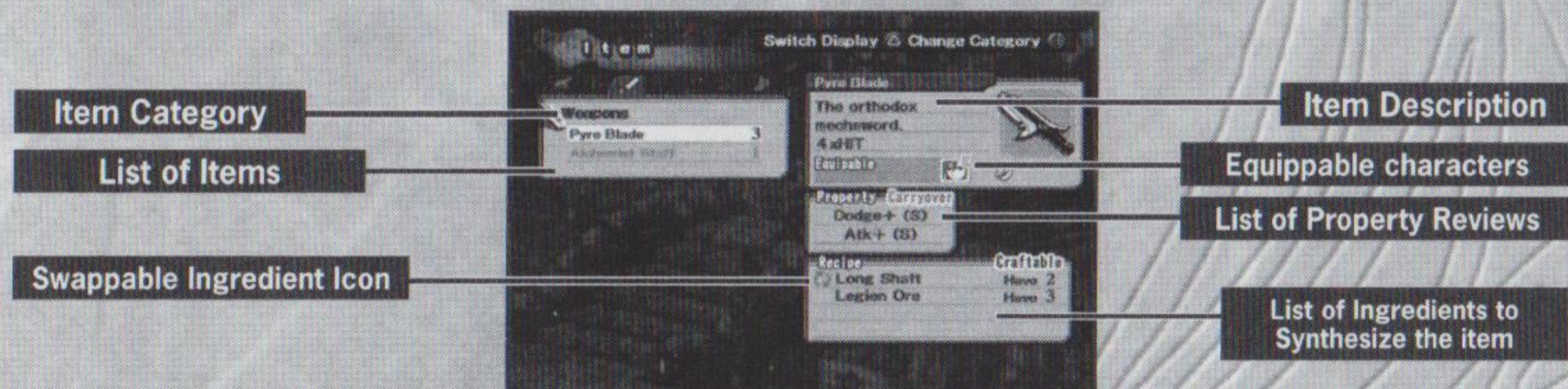


LV : Current Level
NEXT : Exp needed to get to next level.
HP : Current/Max amount of life.

directional buttons & left analog stick : Move Cursor
○ button : Cancel
× button : Confirm
SELECT button : Open Quest Notes

COMMAND: ITEM

You can check the item information for items you currently have in your inventory, and use certain items that can be consumed on the Field. For useable items, after you select the item to use, you must select the target who the item will be used on.



Usable Item : Items that can be used in battle, or on the Field.
Ingredient Item : Items that are used as ingredients for synthesis. They have no effect on their own.
Equippable Items : Items that the characters can equip.
 Weapon / Weapons that the characters can equip.
 Armor / Armor that the characters can equip.
 Accessory / Accessories that the characters can equip.
Key Item : Items that are necessary for story progression. These cannot be sold.
Recipe : Recipes that are necessary for synthesis. These cannot be sold.

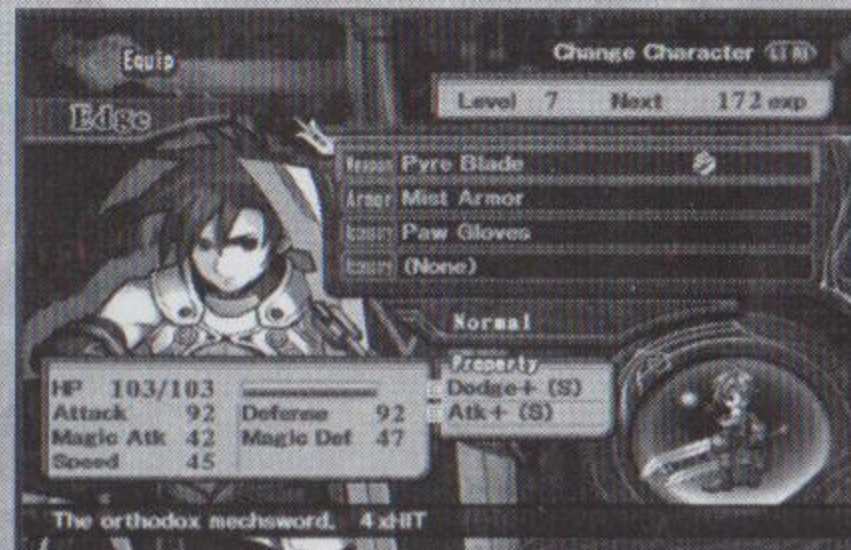


COMMAND: EQUIP

Here, you can change your party members' equipment, and check their stats.

If you decide to change their equipment, select the part (ex. Weapon) you wish to change, and select the item from your current inventory.

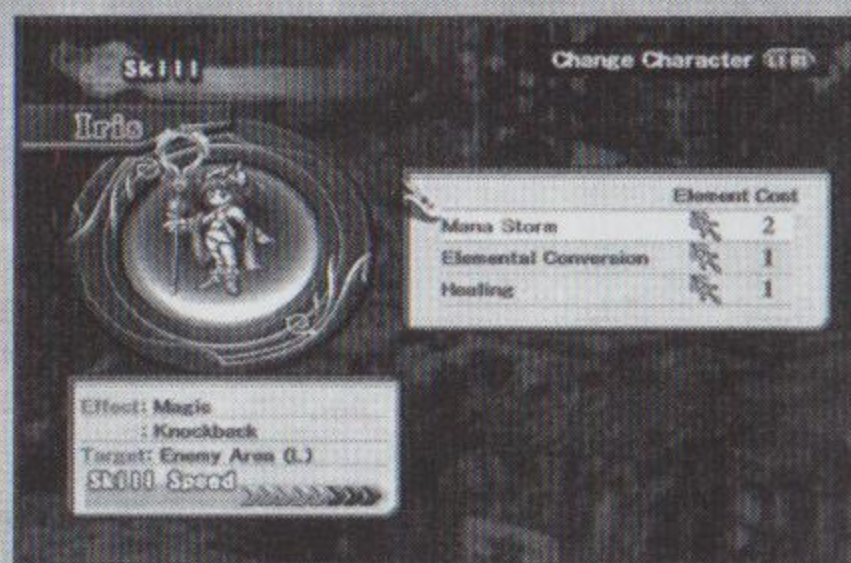
Attack	: Physical attack power.
Magic Atk	: Magical attack power.
Defense	: Resistance against physical attacks.
Magic Def	: Resistance against magical attacks.
Speed	: Speed of action.



COMMAND: SKILL

You can check the Skills you currently have equipped, and can also use certain healing Skills. This will still require the use of the Skill Gauge. Some skills can be gained by leveling up the Blades Mastery rank, while others come with certain equipment.

* All skills are not useable in town.



COMMAND: REFERENCE

You can check various information here.

Item List	: Check the details on all the items you have obtained until now.
Skill List	: Check the details on all the Skills you have obtained until now.
Blades List	: Check all the Blades you have obtained until now.
Character List	: See the detailed profile of all characters you have met until now.
Monster List	: See the details of all the monsters you have defeated until now.
Quest List	: Check the details on all the Quests you have completed until now.
Mission List	: Check the details on all the Missions you have completed until now.
Tutorials	: Check all the in-game Tutorial topics that are available to you. This will increase as you progress through the game.

COMMAND: CONFIG

Change the settings of your game play. These are the same as [System] on the Title Screen. See pg.5 for details. You may also quit the game from this menu by selecting Quit.

COMMAND: TO TOWN

This will return you to town without having to wait for the Alterworld time limit to end.

QUEST



Raiders receive rewards by completing quests that have been issued by the Guild. Finishing these quests will also move along the game progression.

QUEST FLOW

STEP 1 Check for Quests at the Guild Bulletin Board.

There are Quest Cards posted on the Guild BB. When you accept the quest, it will automatically be saved in your Quest Notes.

STEP 2 Complete the quest requirements.

Quest details may include fighting monsters and giving items. Sometimes it may be very important to listen to your client.

STEP 3 Report the results to the client.

Your quest is complete after you report your results in to the client. You will obtain rewards, and sometimes, Quest Points.

STEP 4 Rank up and Mission mode.

When you gain a certain amount of Quest Points along with your rewards, your Raider rank will go up. Edge will then move on to a Mission for grander adventures.

QUEST BULLETIN BOARD

Access the Guild BB with the X button to open the BB Menu.

Quest Cards are posted on the BB. When you select the card that you want to check, you can see the details of that quest (see pg.16 Quest Notes). Once you accept that Quest, the details will be copied onto your Quest Notes. All quests have a rank requirement, so you will not be able to accept those that are higher than your current rank.

* You cannot complete Quests or check the BB during a Mission.

Quest Status

NEW : A quest that has been newly added
NOT YET : You do not meet the rank requirement.

Quest Type Icon
See pg.16 for types of quests.

Quest Info
If there is a limit, the number would be here.

Quest Card

Simplified Info for Quest currently selected.

Switch Window Details X

NEW
FETCH!

NEW
GUILD

NEW
WANTED

NEW
FETCH!

NEW
LIMIT: NONE

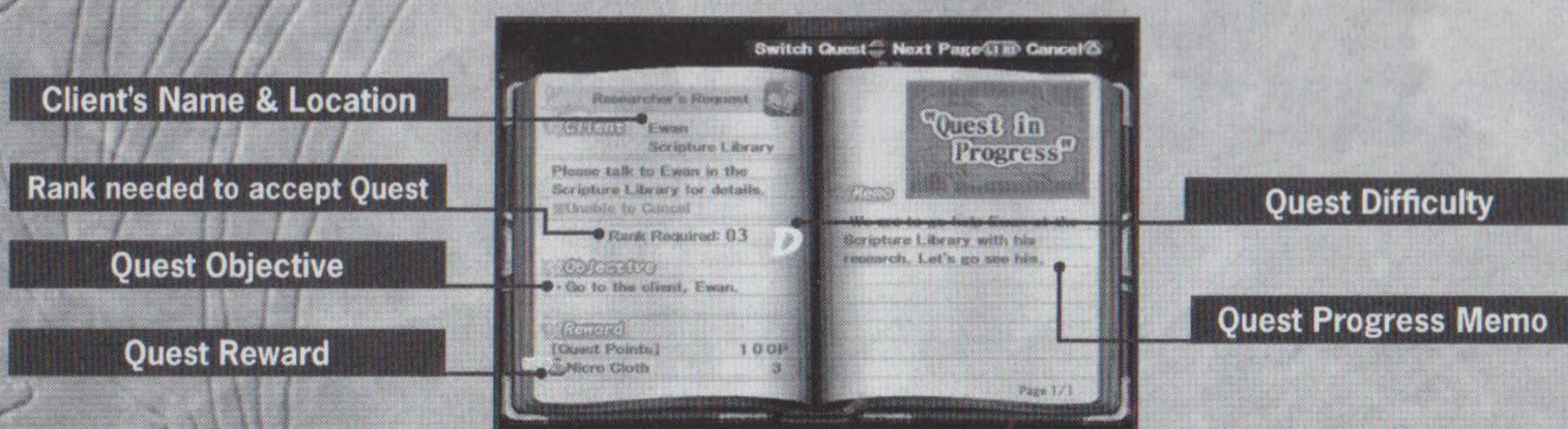
NEW
WAN

Client: Pado
Rank Required: 04 Breeze
Unable to Cancel

QUEST NOTES

Here, you can check the details to all the quests you currently have accepted. There are hints for progression on the Memo column of the Notes to help you clear your quest.

You can see the Quest Notes anytime by pressing the SELECT button anywhere on the Field or in the Main Menu.



QUEST TYPES



Normal Quest

: These are quests that are submitted by townspeople when they are having trouble. These may include various quest objectives.



Combat Quest

: These are quests submitted by the Guild that require you to defeat monsters. The objective is to defeat a certain number of monsters, or take down a bounty head.



Retrieval Quest

: These quests require you to fetch for items for a client. The quest is complete when you give that client the item he/she is looking for.

RESULT / RANK UP

Upon completion of a quest, the result screen will be displayed. This will show the rewards for the quest, which may include items, money, or Quest Points. When you have gained a certain amount of Quest Points, your Rank will go up. Ranking up will give the following bonus:

- New quests will become available to you.
- You may receive permission to go to a new Alterworld.
- Mission Mode begins.



MISSION

Complete the quests and gain a certain amount of Quest Points to Rank up. This will then allow you to begin a Mission, which is like an emergency quest. The main storyline will develop by completing these Missions.

* Since Missions are priority requests, you will not be able to check the Bulletin Board or complete any quests. But, you can still check the quests that you have already accepted in your Quest Notes (Quest status will be noted STOP).



BATTLE



When you encounter a Monster Symbol on the Field, you will enter Battle. Here are some rules and explanations of the Battle Screen.

ACCB Bar

This is the order of action for both ally and enemy. When the card reaches the far right, that character can take their turn. After they take action, the card will be moved back to a certain position on the bar.

Battle Command

These are the commands that the character can take when their turn comes around. Select the command, and execute.

Burst Gauge

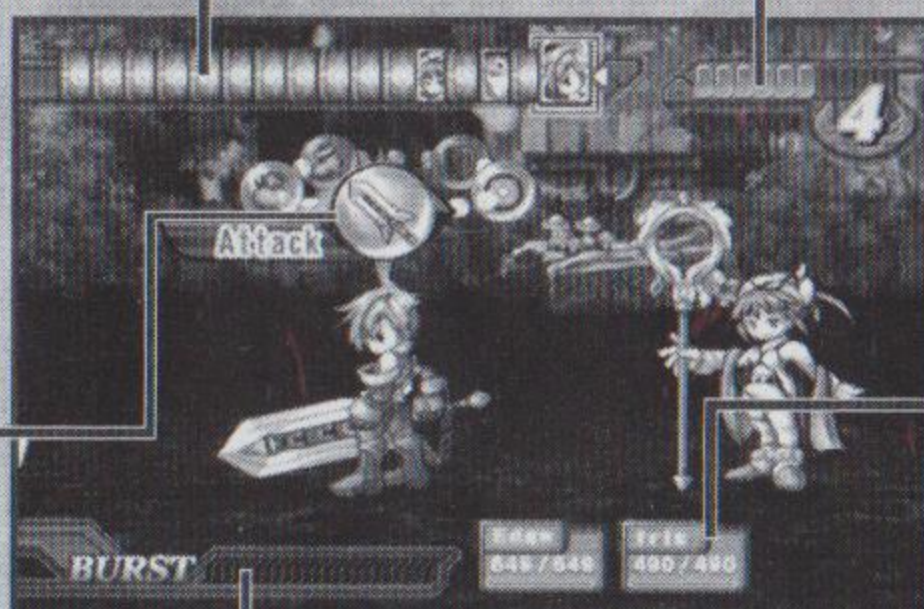
This Gauge increases when you land attacks on the enemy, and decreases when you receive damage. When it reaches the MAX, you will enter Burst Chain Mode (see pg.20 Burst Chains).

Skill Gauge

This is needed when you want to use a Skill. This increases when your attacks hit the enemy, or when you are attacked by the enemy.

Battle Status

This displays the HP of your current characters who are joined in battle.



directional buttons & left analog stick : Select
X button : Confirm
O button : Cancel

BATTLE COMMANDS

When the character's card comes to the very right of the ACCB Bar, they can select their battle command, and execute. In some situations, certain commands may not show up, or may not be selected.

ATTACK		Attack with the weapon that is equipped, and raise the Skill Gauge. The number of HITS will depend on the weapon and its Properties.
SKILL		Use the character's unique Skills, or the Skills that come with certain accessories. Upon using the Skill, a fixed amount of the Skill Gauge will be consumed. You can select the Skill from the selection window when it is displayed.
GUARD		Take a defensive stance, and halve the damage received. You can also use this command to fix around your turn order. After selecting this command, you can set how long on the bar the character will be taking this defensive stance.
ITEM		Use an item in your inventory. Select the item from the selection window when it is displayed.
LEE		Flee from battle. This may fail, and you cannot gain any money or experience points. For bosses and certain enemies, this command may not show up. Fleeing from battle will also consume the hourglass time for your stay in the Alterworld.





BASIC RULES OF BATTLE

Victory is gained when all the enemies are defeated, and battle is lost when all your characters have gone unconscious (when HP is 0).

► Victory

The player wins when all the enemies you have encountered have been defeated. When you win the battle, you can obtain experience points, Cole (money), and sometimes, items.

*Characters who are unconscious at the end of battle will only receive half the experience points.

The Battle result screen will display the experience points, Blades points, and money you have earned in that battle. As for Blades points, you can rank up your Blades by obtaining more points to learn new Skills.

FAST KILL : If you can finish a battle in a short time, the battle will end with a [Fast Kill] mark, which will use up less time than normal for the Alterworld time limit.

► Defeat

When all the characters who are in battle have gone unconscious (when their HP is 0), you will be forced back into town. For some boss fights, being defeated may not allow you to go back to town, but end up as a Game Over.

ACCB (ACTIVE COST CARD BATTLE)

The battles in this game aren't quite turn based, but use a system called Active Cost Card Battle (ACCB) where both ally and enemies can act at different times. Time will continue to pass in real-time, other than the time you are selecting a command.

► ACCB Bar



The order of action for each character can be seen on this ACCB bar. This bar consists of 16 cards. At the beginning of battle, each character will be placed on this row of cards, and the others will be blanks.

Empty cards that reach the far right will go back to the left end in order, but when character cards for enemies or allies come up, it is their turn for action. After they are done, the card will be repositioned in the row, depending on speed and skill speed. This will be repeated until victory is gained, or lost.

On the ACCB bar, skills that activate over time will also be shown as cards after the character does their skill.

► Skill Gauge

This gauge is consumed when using Skills. It will increase when you attack, or receive damage in battle.

The consumption of the Skill Gauge is shared with any Skills you decide to use on the Field. The gauge will slowly increase over time while you are on the Field as well.





SKILLS

Here are some Skills that you will learn at the beginning of the game. Other than the ones you have from the very start, Skills may be learned by storing up Blades Points and leveling your Blades up. Iris, who cannot have Blades, can make a pact with the Mana, giving her the Skill to Summon them.



Pyre Bunker

Activates the ignition device in the blade and shoots out shockwaves of fire.

Windmill

Throw a ninja star that is imbedded inside the blades, for a total of three attacks.

Blink Attack

An instant attack that will allow him to immediately attack again. But there is a chance of failing.

Phantom Shift

Makes a log take the hits. He will have a good chance to completely dodge physical attacks.



Armor Piercing

With the spinning force added to the sharp point of the rapier, this will do damage that ignores the enemy's defense.

Quick Panther

Calls upon a panther to attack for her.

Armor Break

Does damage to the enemy by breaking their armor with her spear, lowering the defense as well.

Trample Charge

Calls upon a huge tank to do damage to all enemies in the area.



Summoning

Summons a Mana that has made a pact with her, and uses their Skill.

Mana Storm

Changes magic into a whirling torrent, doing damage to the target enemy.

Elemental Conversion

Does damage to the enemy. If the enemy is defeated with this Skill, you will obtain more money.

List Skills

There are some Skills called [List Skills] which require an item to activate the Skill, with effects that depend on that consumed item. These Skills will be unavailable unless you have the items in your inventory.

For Iris' Summoning Skill, you will need to select the Mana to use after selecting [Summoning]. This will not consume an item.

Common Skill

Some accessories have an attached Skill called a [Common Skill]. These skills can be used by anybody when the accessory is equipped, but will become unuseable once it is taken off.



BURST CHAIN

If your party members can continue to attack without receiving as much damage, the Burst Gauge will fill, and you will activate a special mode called [Burst Chain].

► Burst Gauge

The gauge to the bottom left of the screen is the Burst Gauge. This will increase when your characters successfully land their attacks on the enemy. When it fills up to max, you will enter Burst Chain Mode.

► Burst Chain Mode

When the Burst Chain Mode is activated, all enemies will enter Break status, the Skill Gauge will go all the way up to 9, all Skills will become much more powerful, and will build up a Chain. By getting a higher Chain, you can obtain bonus experience points and money at the end of the battle. When the gauge goes back to 0, Burst Chain Mode ends.



The Burst Gauge will fill up easier with attacks that have a higher number of HITS. Receiving damage from the enemy will lose points in the Burst Gauge, so try to make use of the Skill to keep the enemy from taking their turn. This will fill the Gauge faster.

ABNORMAL STATUS

There are negative effects during battle such as sleep or poison, that may be caused by special attacks and items.



Poison

: Damage is taken each time your turn comes in battle.



Curse

: HP cannot be healed.



Slow

: Action time is slowed down.



Sleep

: You cannot take any actions, but you may wake up if attacked.



Sealed

: You will not be able to do any magic attacks.

Most of these status effects can be naturally cured after some time in battle, but you can also use recovery items and Skills to cure them immediately. Leaving it alone may end up in disaster in the end, so try to cure as soon as you can.

NOTES

NOTES

THQ Limited Warranty

(For product purchased in Australia and New Zealand)

THQ International warrants to the original purchaser of this THQ International product that the medium on which the computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This THQ International software is sold "as is", without express or implied warranty of any kind resulting from use of this program. THQ International agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any THQ International product, postage paid, with proof of purchase, at its Customer Service centre. Replacement of this Game Disc, free of charge to the original purchaser is the full extent of our liability.

Please mail to the address listed below.

Please allow 28 days from dispatch for return of your Game Disc.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the THQ International product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING OR OBLIGATE THQ INTERNATIONAL. ANY IMPLIED WARRANTIES OF APPLICABILITY TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL THQ INTERNATIONAL BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS THQ INTERNATIONAL PRODUCT.

THIS IN NO WAY AFFECTS YOUR STATUTORY RIGHTS.

This computer program and its associated documentation and materials are protected by both National and International copyright law. Storage in a retrieval system, reproduction, translation, hiring, ending, broad-casting and public performances are prohibited without express written permission of THQ International.

THQ Asia Pacific
Level 8, 606 St.Kilda Road,
Melbourne, VIC Australia 3004

Technical Support and Games Hotline

1902 222 448

Call costs \$2.48 (incl GST) per minute
Higher from mobile/public phones



Online Product Registratrion

Win prizes, get bonus downloads, and give your opinions on KOEI products at our official Product Registration site: <http://www.koeireg.com>

Limited Warranty

(For product purchased in the UK and Europe)

KOEI Ltd. warrants to the original purchaser that this Game Disc shall be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI Ltd. will repair or replace the Game Disc, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card or register at our Official Product Registration site: <http://www.koeireg.com>
2. Save your sales receipt, indicating date of purchase, and the UPC code (barcode) found on the game packaging.
3. If your game is covered under a store warranty, return the Game Disc to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Ltd. by calling the Customer Service Department at +44 (0) 1462 476130, between the hours of 9 a.m. to 5:00 p.m., Monday through Friday.
5. If the Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorisation number. Record this number prominently on the outside packaging of your defective Game Disc, enclose your name, address and phone number, and return the Game Disc, POSTAGE PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code (barcode) within the 90-day warranty period to:

KOEI Limited
Unit 209a, The Spirella Building
Bridge Road
Letchworth Garden City
Hertfordshire SG6 4ET
United Kingdom

Please allow 28 days from dispatch for the return of your Game Disc. This warranty shall not apply if the Game Disc has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Customer Services Numbers

• **Australia** 1300 365 911
Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Österreich** 0820 44 45 40
0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Belgique/België/Belgien** 011 516 406
Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Danmark** 70 12 70 13
Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• **Suomi** 0600-411911
17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• **France** 0820 31 32 33
Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Deutschland** 01805 766 977
0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Ελλάδα** 00 32 106 782 000
Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• **Ireland** 0818 365065
All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Israel** 09 971170
Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Italia** 199 116 266
Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• **Malta** 23 436300
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Nederland** 0495 574 817
Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• **New Zealand** 09 415 2447
National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Norge** 81 55 09 70
Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• **Portugal** 707 23 23 10
Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.

• **España** 902 102 102
Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• **Sverige** 08 587 822 25
Mån-Fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• **Suisse/Schweiz/Svizzera** 0848 84 00 85
Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **UK (network Gaming Only)** 08702 42 22 99
• **UK (all other enquiries)** 08705 99 88 77
National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.

Villainy! Carnage! Exploding penguins!?
Hey guys! We'll keep you up all night ♥

by Etna

DISGAEA 2

Cursed Memories

12+

Available Now

PG

SLES-54822

“PS” “PlayStation” “△○×□” and “DUALSHOCK” are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

Atelier Iris 3: Grand Phantasm ©2007 GUST Co., Ltd. All rights reserved. Licensed to and published by KOEI Co., Ltd.

The KOEI logo is a trademark or registered trademark of KOEI Co., Ltd. Disgaea is a trademark of NIPPON ICHI SOFTWARE, INC.

5060073303847

5060073303892